DISCLAIMER:

If you can't see some scripts that's because you're in the wrong context/mode. If you open the Search Menu in Object mode you will NOT see the scripts that are meant to run in Edit mode and viceversa. I also have scripts that only run in Sculpt mode. Make sure you're in the correct context.

Note that some of my scripts do NOT generate undo history, which means they have no Redo Panel (the little panel that sometimes appears at the bottom left of the viewport.)

For example: my Focus script, which zooms into your selection, can be pressed a hundred times and will never be affected by CTRL Z. Because it doesn't generate undo steps, it will NOT override the panel of the last tool you used.

Maya Navigation

Rotate	**Alt LMB***	Zoom	**ALT RMB**
Pan	**Alt MMB**		

*Activates with **Drag** instead of a **Press** event, otherwise it will conflict with Blender's default **ALT LMB Press** for selecting loops. If this bothers you, you can reduce the amount of pixels it takes to trigger a Drag event with your mouse in the Blender Preferences.
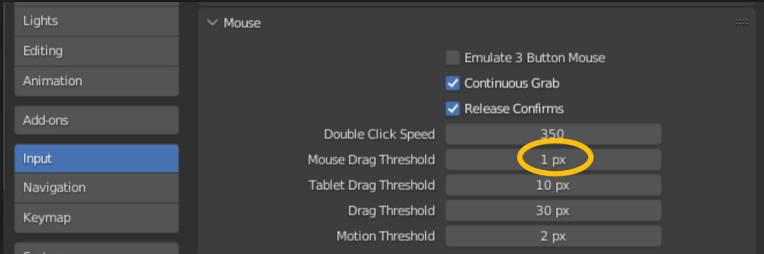
Alternatively, you can edit this part of the addon code to use the more responsive **Press** event.

```
class MAYA_NAVIGATION(keymap_utils.KeymapGroup):
    def register(self):
        self.km = kc.keymaps.new('3D View', space_type='VIEW_3D')

        self.add('view3d.rotate', 'LEFTMOUSE',   'CLICK_DRAG', alt=True)
        self.add('view3d.move',   'MIDDLEMOUSE', 'PRESS', alt=True)
        self.add('view3d.zoom',   'RIGHTMOUSE',  'PRESS', alt=True)
```

Loop Selection

Select Loop (Set)	**Double LMB**	Select Loop (Subtract)	**Ctrl Double LMB**
Select Loop (Add)	**Shift Double LMB**		

Focus Selected with F

Outliner View Selected	**F**	Image …	…
Object Mode …	…	Node Editor …	…
Mesh …	…	File Broser …	…
Lattice …	…	Dopesheet …	…
Curve …	…	NLA Editor …	…
Graph Editor …	…	Sequencer …	

*Note that certain modes like Sculpt or Vertex Paint are **NOT** included in this override. See the dedicated **Zbrush Sculpting** override if you're interested in activating View Selected with **F** in those particular modes.

Fast Subdivision

Fast Subsurf Level 1	**Ctrl 1-9**	
…	…	
Fast Subsurf Level 9	**Ctrl 9**	

Delete Without Menus

Smart Delete	X	Delete Menu	Alt X

Deselect with Ctrl

Object Mode Deselect	CTRL LMB
Mesh …	…
Curve …	…
Lattice …	…

Transform with Gizmos

Move Tool	G	Rotate Tool	R
Scale Tool	S		

Allow Gizmo Click

Gizmo Tweak (use gizmo)	LMB (Press)

Operator Hotkeys (Window)

Open Preferences	Ctrl ,	Reload Scripts	F5
Open Most Recent	Alt Shift R		

Operator Hotkeys (3D View)

Toggle Wireframe	Shift W	Autosmooth	Ctrl Shift A
Toggle Overlays	Alt W	Zoom Border	Ctrl Shift F
Toggle Move Tool	W	Zoom Border	Button4 Mouse
Toggle Cavity	Alt C	Paint Select	Hold Q
Cycle Cavity Type	Alt Shift C	Select Pie	Double Q
Subdivide	Ctrl D	Redo Last	T
Increase SubD mod level	PgUp	Isolate Selected	/
Decrease SubD mod level	PgDown	Switch Color Mode	V

Operator Hotkeys (Object Mode)

Delete	X	Export OBJ*	Ctrl E
Move to New Collection	Shift N	Classic Mirror	Ctrl Alt X
Toggle Hide	H		

*Exports an OBJ of your selection (with applied modifiers) to the Desktop, without prompting for any export settings.

Operator Hotkeys (Mesh)

Loopcut	C	Select Adjacent	Shift Home
Connect	Shift C	Select Adjacent	Ctrl Shift Scroll Up
Smart Bevel	B	Select Linked Flat	Shift F
Bridge	Shift B	Make Face	Alt F
Select Edge Ring	Alt R	Flatten Selected	Ctrl Alt F
Move Along Normals	Alt S	Extract Selected	Ctrl Shift D
Extrude Along Normals	Alt E	Duplicate Selected	Ctrl Shift E
Custom Orientation	D	Align Verts	Shift V
Fast Crease	Shift +	Fast Crease	Shift Button5* Mouse
Fast Uncrease	Shift -	Fast Uncrease	Shift Button4* Mouse
Region to Loop	Alt 5	Fast Crease Angle	Ctrl Shift Button5* Mouse
SubD in Edit (Off)	Alt 1	Region to Loop	Button5 Mouse
SubD in Edit (Cage)	Alt 2	Select Linked	Alt Double LMB
SubD in Edit (On)	Alt 3	Select Grow	Ctrl Scroll Up
Vitaly Poke	Alt V	Select Shrink	Ctrl Scroll Down
		Merge Tool	Y

Operator Hotkeys (Curve)

Pick Shortest Path	Ctrl Shift LMB

Transform with Gizmos (Object, Mesh, Curve)

Move Gizmo	G	Rotate Gizmo	R
Scale Gizmo	S		

Armored Toolkit 0.5.1

KEYMAP OVERRIDES

ZBrush Sculpting			
ZBRUSH NAVIGATION NOT INCLUDED			
Brush Size	**S**	Clay Strips	**1**
Brush Strength	**Shift S**	Clay	**Alt 1**
View Active	**Alt F**	Draw Sharp	**2**
Center Last Stroke	**F**	Draw	**Alt 2**
Toggle Wireframe	**Shift F**	Scrape	**3**
Switch Object	**Q**	hPolish*	**Alt 3**
Switch and Frame	**Double Q**	Grab	**4**
Remesh	**Ctrl R**	Snake Hook	**Alt 4**
Subdivide	**Ctrl D**	Crease	**5**
Translate	**G**	Inflate	**Alt 5**
Toggle Silhouette	**ALT V**	Invert Stroke	**Alt**
Slice Masked to New	**Ctrl Shift E**	Sample Color	**C**
Flip Brush Colors	**X**	Paint Brush	**V**
Local View	**Tab**	Invert Brush Stroke	**Alt**

*Will try to switch to a brush preset named hPolish. If you do NOT have one, nothing will happen.

ZBrush Sculpting (with Zbrush terminology*)			
Brush Size	**S**	Clay Buildup	**1**
Brush Intensity	**Shift S**	Clay	**Alt 1**
View Active	**F**	Dam Standard	**2**
Center Last Stroke	**Alt F**	Standard	**Alt 2**
Toggle Wireframe	**Shift F**	Trim Dynamic	**3**
Switch Subtool	**Q**	hPolish	**Alt 3**
Switch and Frame	**Double Q**	Move	**4**
Dynamesh	**Ctrl R**	Snake Hook	**Alt 4**
Subdivide	**Ctrl D**	Crease (brush)	**5**
Translate	**G**	Inflate	**Alt 5**
Toggle Silhouette	**ALT V**	Invert Stroke	**Alt**
Slice Masked to New	**Ctrl Shift E**	Sample Color	**C**
Flip Brush Colors	**X**	Paint Brush	**V**
Isolate Active	**Tab**	Invert Brush Stroke	**Alt**

*This table is a duplicate of the one before it, but it's using Zbrush terminology in case you're more familiar with that software.